

The embodiments of the invention in which an exclusive property or privilege is claimed are defined as follows:

- 1 1. A method for executing a computer application installed on a computer, said method
2 comprising the steps of:
3 (a) creating a servlet instance in a server connected to the computer on a first
4 network;
5 (b) running the application on the computer to generate dynamic data;
6 (c) intercepting and redirecting said dynamic data to a network publishing
7 component on the computer;
8 (d) transmitting dynamic data from the network publishing component to the
9 servlet instance; and
10 (e) creating data objects and populating the data objects with the dynamic data
11 in the server.
- 1 2. The method of claim 1, further comprising the steps of:
2 (a) requesting the application from a client connected to a server over a second
3 network;
4 (b) updating at least one network page with the dynamic data; and
5 (c) transmitting the updated network pages to the client.
- 1 3. The method of claim 1, wherein the first network is the Internet.
- 1 4. The method of claim 2, wherein the second network is the Internet.

1 5. The method of claim 1, wherein the first network is selected from the group
2 consisting of: an internal network, an Intranet, a LAN, a WAN, an internal bus, a
3 wireless network.

1 6. The method of claim 2, wherein the second network is selected from the group
2 consisting of: an internal network, an Intranet, a LAN, a WAN, an internal bus, a
3 wireless network.

1 7. The method of claim 2, further comprising:
2 (a) converting the display files of the application to network pages capable of
3 displaying dynamic data.

1 8. The method of claim 7, wherein the network pages are based on a XML language.

1 9. The method of claim 8, wherein the XML language is HTML.

1 10. The method of claim 8, wherein the XML language is WML.

1 11. The method of claim 7, wherein the network pages are JavaServerPages.

1 12. The method of claim 2, wherein the network pages are stored on the server.

1 13. The method of claim 1, further comprising:
2 (a) creating an I/O buffer for the dynamic data in the computer.

1 14. The method of claim 1, wherein the computer contains the server.

1 15. The method of claim 1, further comprising:

2 (a) creating a first endpoint connection between the servlet instance and the
3 network publishing component.

1 16. The method of claim 15, wherein said endpoint connection is a socket.

1 17. The method of claim 15, wherein said endpoint connection is a data queue object.

1 18. The method of claim 15, wherein said endpoint connection is a message queue.

1 19. A program product for use in a computer network for executing an application stored
2 on a computer from a client, said computer program product comprising a signal-
3 bearing medium carrying thereon:

4 (a) an application invoker to start and run an application in its native
5 environment on the computer from a client;

6 (b) a plurality of network user interface pages to display the application's
7 input/output data on the client;

8 (c) a data redirector to redirect the application's input/output data to network
9 user-interface pages;

10 (d) a plurality of data objects corresponding to the network user interface pages
11 to receive the application's input/output data;

12 (e) a servlet instance to dynamically update the network user interface pages
13 with the application's input/output data; and

14 (f) a network user agent to display the updated network user-interface pages on
15 the client.

1 20. The program product of claim 19, further comprising a screen definition converter
2 to convert the input/output screen definitions of the application to the network user-
3 interface pages.

1 21. A computer system for executing an application, comprising:

- 2 (a) a central processing unit;
- 3 (b) a main memory connected to the central processing unit with a
4 communication bus;
- 5 (c) a data storage unit connected to a data storage interface which is connected
6 to said communication bus;
- 7 (d) at least one input/output device connected to said communication bus and
8 connected to a network interface to an external computer network,
- 9 (e) an application stored in said main memory and capable of executing on said
10 central processing unit;
- 11 (f) a network publishing component;
- 12 (g) a data redirector to redirect the application's dynamic data to the network
13 publishing component; and
- 14 (h) an I/O buffer to store the redirected dynamic data.

1 22. A computer server for accessing an application stored and executing on a
2 computer, comprising:

- 3 (a) a central processing unit;
- 4 (b) a network interface to connect to at least one client over a network;
- 5 (c) a servlet instance to receive a request from the at least one client to access
6 the application and transmit the request to the computer;
- 7 (d) a server endpoint connection for transmitting and receiving real-time data to
8 and from the computer on which the application is executing; and

9 (e) a plurality of data objects to be populated with the real-time data
10 wherein the servlet receives the real-time data from the application and populates
11 the data objects with the real-time data.

1 23. The of claim 22, further comprising:

2 (a) a plurality of network display pages, each of the network display pages
3 unique to each input/output screen definition of the application
4 wherein the servlet updates the network display pages for transmission to the client
5 over the network.

1 24. A method for executing a computer application installed on a computer, said method
2 comprising the steps of:

- 3 (a) converting a plurality of display files of the application to a plurality of XML-
4 based network pages capable of displaying the application's dynamic data;
5 (b) creating a servlet instance in a server connected to the computer on a
6 network;
7 (c) requesting the application from a client connected to a server over the
8 Internet;
9 (d) running the application on the computer in its native environment;
10 (e) creating an I/O buffer in the computer for the application's dynamic data;
11 (f) creating an endpoint connection between the servlet instance and a network
12 publishing component on the computer;
13 (g) transmitting the dynamic data back and forth from the client to the application
14 through the servlet instance;
15 (h) creating data objects and populating the data objects with the dynamic data;
16 (i) updating at least one network page using the data objects;
17 (j) transmitting the updated network pages to the client over the Internet; and

18 (k) transmitting network pages having responsive data from the client to server
19 for transmission as input data to the application.

1 25. A method of interacting with a computer application, comprising:
2 (a) executing a legacy computer application in its native environment;
3 (b) redirecting I/O requests from and responses to the legacy computer
4 application from a client over the Internet without introducing changes to the
5 code of the legacy computer application.